

Q&A

VRC 2020-2021: Change Up

Tagged: SG3



Welcome to the official VEX Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VRC Change Up rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written [Game Manual](#) itself.

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982: SG3d Responsibility of Mobile Goal under Platform

21-Dec-2021

SG3

These are the rules of SG3d: Point "d" applies to Robot actions prior to the last thirty (30) seconds of the Match: d. Placing a Mobile Goal on or under the opposing Alliance's Platform, at any point during the Match is considered a minor violation of this rule that, at a minimum, will result in a warning. i. If the placement is accidental, and immediately rectified (i.e. the Mobile Goal is immediately removed), then this violation will be considered a warning. ii. If the placement is intentional and / or not immediately rectified, as judged by the Head Referee, then it will be considered a violation. iii. Repeated, strategic, and / or egregious warnings may also escalate to a violation, at the Head Referee's discretion.

Recently while our teams were practicing a situation occurred where the blue robot accidentally pushed a red mobile goal under the red platform well before the last 30 seconds. The blue robot noticed and attempted to remove the goal. While the blue robot attempted to remove the red mobile goal, the red robot came and pushed the red mobile goal deeper inside the platform. Does this void the responsibility of the blue robot to remove the goal?

This led to a discussion of varying situations that may occur before the 30 second mark. If the blue robot pushed the goal under the red platform, and while trying to remove the goal, another robot removes the goal, does this mean the blue robot could be given a warning or even disqualification? Does it matter if the second robot that removed the goal is of the same(blue) or opposing(red) alliance? If the blue robot pushed the goal under the red platform and did not remove it immediately, but later another robot contacts this goal, is this second robot now also to be given a warning? especially if this second robot is also of the same (blue) alliance? Are these then considered SG3 d iii, strategic warnings?

Another situation that arose during practice, was the red alliance robot with no goals climbed up onto the blue alliance platform and coincidentally, their battery cable got caught and their robot got disabled. SG3 D states, placing a Mobile Goal **on** the opposing alliance platform. What if a team decides to drive their robot onto the opposing team's platform prior to the last 30 seconds? Is this allowed, especially if they have no goals on their robot? What if this robot, with no goals, stays on the platform "directly inhibiting their opponents' ability to utilize the Platform at the end of a Match." Is this a disqualification?

Thank you for taking the time to answer these questions and clarifying these very rare and weird situations.

Answered by Game Design Committee

Recently while our teams were practicing a situation occurred where the blue robot accidentally pushed a red mobile goal under the red platform well before the last 30 seconds. The blue robot noticed and attempted to remove the goal. While the blue robot attempted to remove the red mobile goal, the red robot came and pushed the red mobile goal deeper inside the platform. Does this void the responsibility of the blue robot to remove the goal?

If the Head Referee interpreted this as described in this question (i.e. the red Robot was actively trying to prohibit the blue Robot from removing the Mobile Goal), then G14 would apply.

<G14> You can't force an opponent into a penalty. Intentional strategies that cause an opponent to violate a rule are not permitted, and will not result in an infraction on the opposing Alliance.

Therefore, no penalty would be assessed on the blue Robot (other than the SG3-d-i warning for accidentally placing the Mobile Goal there in the first place).

If the blue robot pushed the goal under the red platform, and while trying to remove the goal, another robot removes the goal, does this mean the blue robot could be given a warning or even disqualification? Does it matter if the second robot that removed the goal is of the same(blue) or opposing(red) alliance?

Points "i" and "ii" of SG3-d do not specify which Robot is removing the Mobile Goal in question, only that it gets removed promptly. Therefore, no additional penalties would be assessed on the blue Robot (other than the SG3-d-i

warning for accidentally placing the Mobile Goal there in the first place).

What if a team decides to drive their robot onto the opposing team's platform prior to the last 30 seconds? Is this allowed, especially if they have no goals on their robot?

There are no rules prohibiting this. Therefore, it is legal.

What if this robot, with no goals, stays on the platform "directly inhibiting their opponents' ability to utilize the Platform at the end of a Match." Is this a disqualification?

Yes, if a Robot was on top of an opponent's Platform at the 30-second mark, it would be in violation of the first line of SG3: *"During the last thirty (30) seconds, Robots may not contact the opposing Alliance's Platform."*

981: SG3 - robot not attempting to balance

20-Dec-2021

SG3

From SG3 red box notes:

- Contacting an opponent who is in the process of climbing the Platform during the last 30 seconds, such that it slows their progress (regardless of whether the Balance is then completed or not). ? Violation which does interfere with gameplay, per points "a" and "b"

Thank you for game manual notes and clarifications on QA for SG3. As a referee, matches before and after version 2.2 game manual have been very different.

I need clarification on robot contact with each other, during last 30 seconds, in Alliance home zone. Based on the SG3 note quoted above, I have not called interference for all robot contact. Specific scenario:

During last 30 seconds, platform full of mobile goals, robots are not attempting to elevate themselves. Blue robot attempts to steal mobile goal from red alliance home zone. During maneuvers, Red and Blue robots make contact, fighting for control of neutral Mobile goal. Blue robot clearing impeding activity of Red robot Red robot is not attempting to balance at this point

Would this be a violation of SG3 based on Note quoted above?

Answered by Game Design Committee

No, SG3 would not apply to the scenario as described. Rule SG3 only refers to situations where a Robot makes contact (or transitive contact) with an opponent's Platform. Robot-to-Robot contact in the Alliance Zone, without involving the Platform, is not a violation.

The quoted example is meant to imply that "an opponent who is in the process of climbing" is contacting their Platform while doing so.

973: SG3 Is the Presence of a Robot Enough For a Violation?

9-Dec-2021

SG3

Hello,

[Q&A 816](#)

Q. 1) The original scenario made no mention that the object under the Platform caused interference, is the mere presence of an object enough to warrant a violation of SG3 or must the alliance make an attempt to balance the Platform? 2) Just to clarify, Rings are also counted as Scoring Objects for this ruling, correct? With the same question as above, do the Rings need to make contact with the Platform in an attempt to balance it to warrant a DQ, or is their presence enough?

A. Yes, mere presence of an object is enough. Yes, Rings are considered Scoring Objects.

Because a Robot cannot violate a rule through a game object, I have a question about how Q&A 816 would apply to Robots instead of Scoring Objects.

Is the presence of a Robot under/over/on the Platform that doesn't make contact with the Platform enough to warrant a violation of SG3? Does this change if the Robot is present before / during the final 30 seconds?

Thank you for your time!

Answered by Game Design Committee

Is the presence of a Robot under/over/on the Platform that doesn't make contact with the Platform enough to warrant a violation of SG3? Does this change if the Robot is present before / during the final 30 seconds?

No, and no. However, the Robot in question would be placing themselves at severe risk of their opponent drawing a violation via SG3-a and/or SG3-b.

For more expansion on this subject, see this related Q&A: <https://events.vex.com/VRC/2021-2022/QA/968>

970: SG3-D Scoring Object Under Platform

9-Dec-2021

SG3

Hello,

SG3-D

Point "d" applies to Robot actions prior to the last thirty (30) seconds of the Match:

d. Placing a Scoring Object on or under the opposing Alliance's Platform, at any point during the Match is considered a minor violation of this rule that, at a minimum, will result in a warning.

i. If the placement is accidental, and immediately rectified (i.e. the Scoring Object is immediately removed), then this violation will be considered a warning.

ii. If the placement is intentional and / or not immediately rectified, as judged by the Head Referee, then it will be considered a violation.

iii. Repeated, strategic, and / or egregious warnings may also escalate to a violation, at the Head Referee's discretion.

SG3 Note

Note: If point "d" has escalated from a warning into a violation, then it will automatically be considered a violation which has interfered with gameplay, i.e. will result in a Disqualification.

Red Box Example Applications

Attempting to retrieve a Mobile Goal from an opponent's Platform (prior to the last 30 seconds), losing control, and dropping it back onto / underneath the Platform.

? If the Robot is able to immediately regain control and successfully retrieve the Mobile Goal: A warning, per point "d" part "i"

? If the Robot is unable to retrieve the Mobile Goal promptly: A violation which does interfere with gameplay, per point "d" part "ii"

[Q&A 816](#)

Q. 1) The original scenario made no mention that the object under the Platform caused interference, is the mere presence of an object enough to warrant a violation of SG3 or must the alliance make an attempt to balance the Platform? 2) Just to clarify, Rings are also counted as Scoring Objects for this ruling, correct? With the same question as above, do the Rings need to make contact with the Platform in an attempt to balance it to warrant a DQ, or is their presence enough?

A. Yes, mere presence of an object is enough. Yes, Rings are considered Scoring Objects.

1. If a Robot accidentally causes a Scoring Object (a ring, or the Branch of a tall Mobile Goal) to go underneath the opponents Platform in a way that never contacts the Platform, doesn't impede gameplay and isn't match affecting, and the Robot never attempts to remove the Scoring Object, is this a violation of SG3-D-ii? If yes, is this considered a "warning that has escalated to a violation"?
2. Are all violations of SG3-D-ii / iii considered a warning that has escalated into a violation, and now considered a violation that has impeded gameplay?

Thank you for your time!

Answered by Game Design Committee

Before answering your specific questions - the originally published v2.2 release of the Game Manual included an error in the revised verbiage of SG3-d. SG3-d should only apply to Mobile Goals, not Rings. This clarification will be re-released shortly, and the answer to Q&A 816 revised accordingly.

With this in mind...

If a Robot accidentally causes a Scoring Object (a ring, or the Branch of a tall Mobile Goal) to go underneath the opponents Platform in a way that never contacts the Platform, doesn't impede gameplay and isn't match affecting, is this a violation of SG3-D-ii?

Yes, the Branch of a tall Mobile Goal is considered part of that Mobile Goal, and will be considered a violation. If this occurs, the Head Referee should issue a verbal warning and the Team in question should immediately remove the Mobile Goal, per part "i".

Placing a Ring on or under an opponent's Platform is not considered a violation, as long as no other rules are violated in the process.

Are all violations of SG3-D-ii / iii considered a warning that has escalated into a violation, and now considered a violation that has impeded gameplay?

Yes, as stated in the Note of SG3:

Note: If point "d" has escalated from a warning into a violation, then it will automatically be considered a violation which has interfered with gameplay, i.e. will result in a Disqualification.

It is at the Head Referee's discretion as to when the infraction escalates from a warning into a violation, i.e., whether the Team in question has immediately acted to remove the Mobile Goal.

968: Last 30 seconds, SG3b Confirmation

9-Dec-2021

SG3

SG3b For the purposes of this rule, <G13> supersedes rule <G14>. Any Robot which is contacting its own Platform, **provided that no other rules are being violated**, will automatically receive the "benefit of the doubt". Therefore, any contact with this Robot will be considered a violation, regardless of intent.

The statement states, provided that no other rules are being violated Am I correct in understanding this as, if a team is hoarding goals in the last 30 seconds, or they are pinning or trapping an opposing robot in their zone in the last 30 seconds, that pinning, trapping, or hoarding still need to be called out? If none of the robots were touching the platform, for example pinning a red robot against the corner of the blue alliance area, does the referee still needs to count down the pinning?

What if these events of hoarding, pinning, or trapping occurred at the 32 second mark and continued into the last 30 seconds? Will this affect ruling?

Additionally, if a robot stopped working mid match, battery died, connector broke, whatever, and gets pushed or dragged into the opposing teams platform in the last 30 seconds , is that a penalty? Does where the robot stopped working matter? Or does this fall to the common sense rule? I would assume that dragging an opposing robot from the neutral zone or opposing alliance zone will be forcing a penalty, while if the opposing robot was in your zone, it could in theory be considered interfering with one's ability to utilize the balance.

Answered by Game Design Committee

First - as quoted, the entirety of point "b" is intended to apply *only* to possible SG3 violations. The nature of SG3 could result in situations where it is difficult to tell offensive/defensive roles, or if an opponent was "forced" into a penalty or not. So, point "b" exists in an attempt to clear up any uncertainty, should a Match result in a questionable violation.

It is not intended to apply to all rules in the last 30 seconds of the Match.

Am I correct in understanding this as, if a team is hoarding goals in the last 30 seconds, or they are pinning or trapping an opposing robot in their zone in the last 30 seconds, that pinning, trapping, or hoarding still need to be called out? If none of the robots were touching the platform, for example pinning a red robot against the corner of the blue alliance area, does the referee still needs to count down the pinning?

If neither Robot is contacting the Platform, then SG3 is not in question, and normal gameplay rules should apply.

What if these events of hoarding, pinning, or trapping occurred at the 32 second mark and continued into the last 30 seconds? Will this affect ruling?

If no Platform contact is occurring, then the Match time is irrelevant, and normal gameplay rules should apply.

Additionally, if a robot stopped working mid match, battery died, connector broke, whatever, and gets pushed or dragged into the opposing teams platform in the last 30 seconds , is that a penalty?

Under the strictest interpretation of SG3-b, yes, this would be considered a violation. However, we would caution the offensive Team in question to be mindful of other rules such as G12, S1, G1, etc. We would hope that an Alliance in this 2v1 situation would not feel that they must resort to a questionably ethical strategic decision in order to beat a single opponent Robot.

960: SG3 & Platform Leg

7-Dec-2021

SG3

Based on the v2.2 version of the rules, I've quoted the definition of "Platform", "Scoring Object" and SG3 below. Bolding added by myself to add emphasis. My question follows at the end.

Platform - The 53.0" x 20.1" (1,346.2mm x 511mm) hinged polycarbonate device and the attached red or blue PVC pipes (highlighted below in Figure 17), located in each Alliance Home Zone, that sits 9.5" (241.5mm) high off of the ground when Balanced. **The Platform is attached to a double hinge that allows it to tip towards the field in either direction.**

Scoring Object - A Ring or Mobile Goal.

SG3 Platforms are "safe" during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance's Platform. The intent of this rule is to prohibit Robots from directly inhibiting their opponents' ability to utilize the Platform at the end of a Match. Points "a", "b", and "c" apply to Robot actions during the last thirty (30) seconds of the Match:

- a. For the purposes of this rule, **contact is considered "transitive" through other Robots and Scoring Objects.**
- b. For the purposes of this rule, <G13> supersedes rule <G14>. Any Robot which is contacting its own Platform, provided that no other rules are being violated, will automatically receive the "benefit of the doubt". Therefore, any contact with this Robot will be considered a violation, regardless of intent.
- c. Per <SG10>, using a Scoring Object to contact the opposing Alliance's Platform would be considered a violation of this rule.

The Platform hinge and leg are not part of the platform (as part of the earlier rule changes), and are not scoring objects or robots which leads to the following question.

Question: If in the last 30 seconds of a match an opposing robot (red) touches the black plastic 'leg' or 'hinge' of the other teams platform (blue), is this a violation of SG3 a? IE does contacting a platform leg count as transitive contact with a platform?

I believe the intent of the rules is that this would be a violation, but based on the definitions

Thank you in advance for your time and response.

Answered by Game Design Committee

Please see the following related Q&A, which we believe answers your question. If it does not, please feel free to rephrase and re-submit.

<https://events.vex.com/VRC/2021-2022/QA/818>

955: SG3 Contradiction with Balanced Note 2

6-Dec-2021

SG3

Hello,

SG3

Platforms are "safe" during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance's Platform.

...

Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots).

Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not.

Balanced Note 2

. . .

As stated in rule <SG3>, a Platform which is being contacted by an opposing Alliance Robot at the end of a Match is automatically results in a Disqualification for the opposing Robot and / or Alliance, regardless of the above criteria.

Is Note 2 of Balanced updated for the most recent version of the manual?

Thank you for your time!

Answered by Game Design Committee

Version 2.2 of the Game Manual included the following clarification to SG3, which brings it in line with the definition of Balanced:

Note 2: If points "a", "b", or "c" are being violated at the end of a Match (i.e. when the timer hits 0 and all Robots come to rest), then it will automatically be considered a violation which has interfered with gameplay, i.e. will result in a Disqualification.

948: SG3 Clarification

30-Nov-2021

G13 G14 SG3 Referee Decisions

Here are 2 possible ways of interpreting SG3. Please let us know which is correct.

Scenario In Question: You get the scenario where there are 10 seconds left in the match and you (red) are going back towards your platform with a neutral mogo (ie going from neutral zone to your alliance zone) and there is a blue robot playing defense on you to prevent you from getting back to your platform. The result of the interaction is that the blue robot gets pushed into the red platform by the you (red robot)

Relevant Rules: **SG3** states:

"Platforms are "safe" during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance's Platform."

SG3b states:

"For the purposes of this rule, G13 supersedes rule G14. Any Robot which is contacting its own Platform during the last thirty (30) seconds, provided that no other rules are being violated, will automatically receive the "benefit of the doubt". Therefore, any contact with this Robot will be considered a violation, regardless of intent"

G13 states:

"Offensive Robots get the "benefit of the doubt". In the case where Head Referees are forced to make a judgment call regarding a destructive interaction between a defensive and offensive Robot, for an

interaction which results in a questionable rules violation, the referees will err on the side of the offensive Robot"

G14 states:

"You can't force an opponent into a penalty. Intentional strategies that cause an opponent to violate a rule are not permitted, and will not result in an infraction on the opposing Alliance. Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion"

Interpretation A: You can interpret this as SG3 saying the platform is safe and offensive robots get the benefit of the doubt supersedes the ruling of forcing an opponent into a penalty (i.e you cannot apply G14 to a ruling on this interaction because it explicitly says that G13 supersedes G14 and we must err on the side of the offensive robot) This ruling would result in issuing the red alliance a free elevated robot or DQing the blue robot for interfering with gameplay by not letting you score your mogo on the platform. (the DQ comes from the last lines of SG3 "Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not")

Interpretation B: You can also interpret this ruling as SG3 saying platforms are safe and SG3B clarifying the context of G13 superseding G14 to mean "if you are touching your platform, you will receive the benefit of the doubt" (i.e if you are already touching your platform and an opposing robot touches you, we err on your side and award you the free elevated robot). This ruling would result in not issuing the red alliance a free elevated robot because SG3b is not meant to apply to this type of interaction based on its clarification of what context it applies to ("Any Robot which is contacting its own Platform during the last thirty (30) seconds, provided that no other rules are being violated, will automatically receive the "benefit of the doubt")

I can kind of understand both interpretations but would like to know which is correct.

Answered by Game Design Committee

We apologize for the delay in responding to this question. Thank you for the well thought-out post with all relevant rules / quotes included.

Please see these similar Q&A's for more detail on this subject:

<https://events.vex.com/VRC/2021-2022/QA/968>

<https://events.vex.com/VRC/2021-2022/QA/973>

Interpretation A: You can interpret this as SG3 saying the platform is safe and offensive robots get the benefit of the doubt supersedes the ruling of forcing an opponent into a penalty (i.e you cannot apply G14 to a ruling on this interaction because it explicitly says that G13 supersedes G14 and we must err on the side of the offensive robot) This ruling would result in issuing the red alliance a free elevated robot or DQing the blue robot for interfering with gameplay by not letting you score your mogo on the platform. (the DQ comes from the last lines of SG3 "Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not")

This interpretation is correct. That is to say, the intent of SG3-b is to remove any need for Head Referee judgment regarding "offense"/"defense", "which Robot touched first", etc. Put simply, any time when the following criteria are met, SG3-b has been violated, regardless of intent or context:

- It is during the last 30 seconds of the Match
- A Robot is physically contacting its own Alliance Platform, either directly or transitively through other Robots or Scoring Objects
- An opposing Robot is physically contacting that Robot, either directly or transitively through other Robots or Scoring Objects

939: SG3 Scoring for Opposing Alliance for SP

20-Nov-2021

In SG3 it states that:

"Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots)."

"Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not."

The definition of interfere from the [Merriam-Webster Dictionary](#) includes these 4 definitions:

1: to enter into or take a part in the concerns of others 2: to interpose in a way that hinders or impedes : come into collision or be in opposition 3: to strike one foot against the opposite foot or ankle in walking or running —used especially of horses 4: to act reciprocally so as to augment, diminish, or otherwise affect one another —used of waves

Assume my robot wants to play for SP and help the other alliance. Would scoring mobile goals on the opposing alliance's platform only warrant an elevated robot credit since it is not interfering with gameplay but helping?

Answered by Game Design Committee

The v2.2 Game Manual update included revisions to rule <SG3> which we feel address this question. We recommend reviewing the full text of <SG3>, including the "red box" clarifications, for more information. Notably, the following example was added:

Some example applications of this rule, and their intended penalties, are as follows:

[...]

- Placing a Scoring Object on top of an opponent's Platform and driving away.

? If before the last 30 seconds, then a violation which does interfere with gameplay, per point "d"

? If during the last 30 seconds, then a violation which does interfere with gameplay, per point "c"

If this does not answer your question, please feel free to rephrase and re-submit.

938: SG3 Is Descoring a Mobile Goal Interference

20-Nov-2021

In SG3 it states that:

"Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots)."

"Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not."

If my robot were to descoring a elevated mobile goal from the opposing alliance's balanced platform, their platform stays balanced, and score the mobile goal on my own platform, would this be considered interference of gameplay or only an

incidental contact? Would this also changed based on the mobile goal that is being grabbed (Like if I am grabbing my own alliance goal or a neutral goal)?

Answered by Game Design Committee

The v2.2 Game Manual update included revisions to rule <SG3> which we feel address this question. We recommend reviewing the full text of <SG3>, including the “red box” clarifications, for more information. Notably, the following example was added:

Some example applications of this rule, and their intended penalties, are as follows:

[...]

- Successfully retrieving a Mobile Goal from an opponent's Platform prior to the last 30 seconds.

? No violation / penalty, provided that no other rules are violated.

If this does not answer your question, please feel free to rephrase and re-submit.

937: SG3 - Elevated Credit if Disqualified

19-Nov-2021

SG3

During the last 30 seconds of a match, a robot bumps into the opposing alliance platform and then is later disqualified because of further interference with the platform. Does the opposing alliance still receive the elevated robot credit?

Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots).

Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not.

Answered by Game Design Committee

During the last 30 seconds of a match, a robot bumps into the opposing alliance platform and then is later disqualified because of further interference with the platform. Does the opposing alliance still receive the elevated robot credit?

Yes, as long as these were two completely independent infractions. That is to say, an interaction which clearly causes interference (and therefore a DQ) does not automatically also award the Elevated Robot credit.

933: SG3A Transitive limits

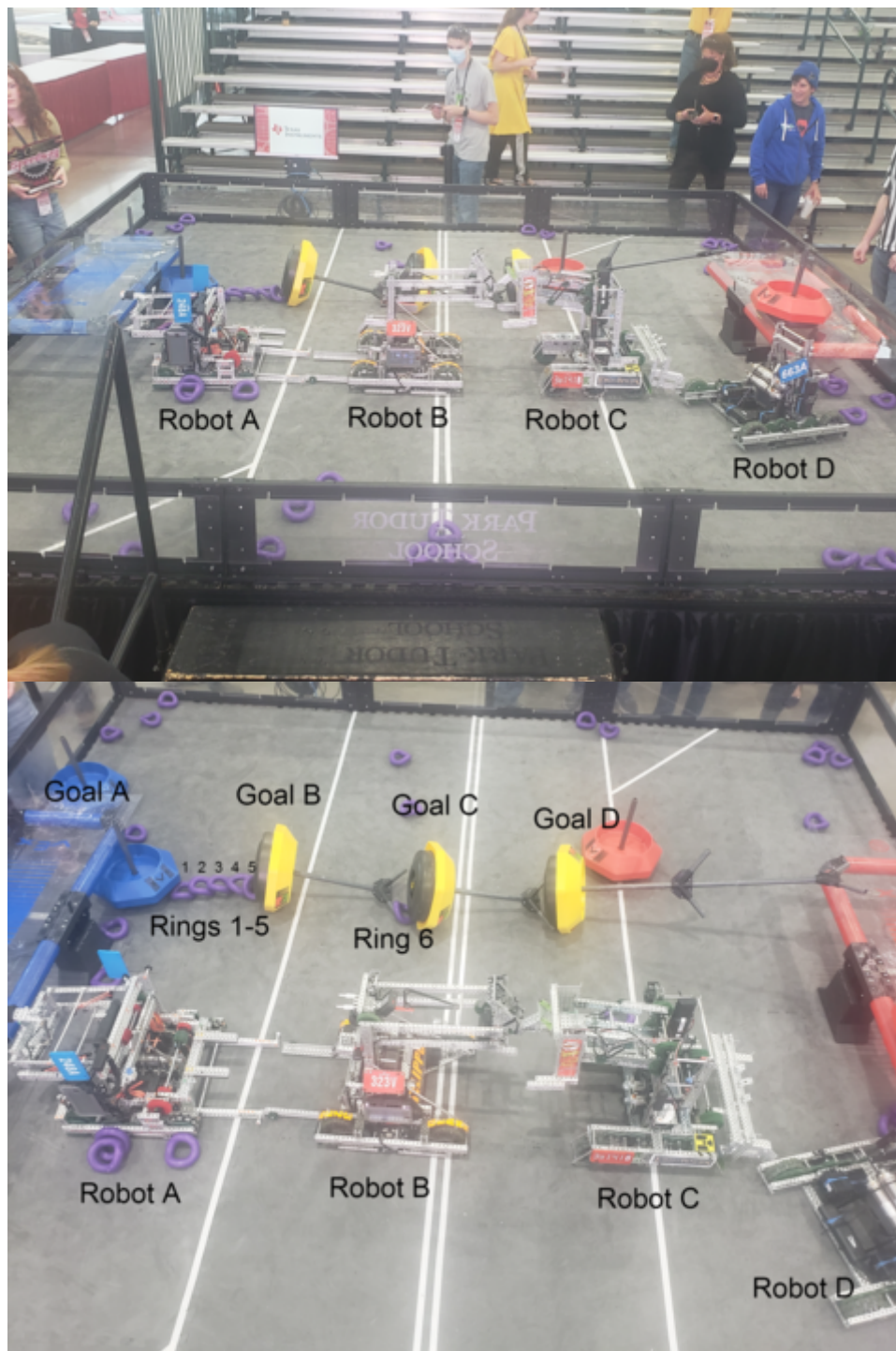
17-Nov-2021

SG3

With SG3A it states that:

"For the purposes of this rule, contact is considered "transitive" through other Robots and Scoring Objects. For example, contacting an opposing Robot who is contacting their own Platform would be considered a violation of this rule."

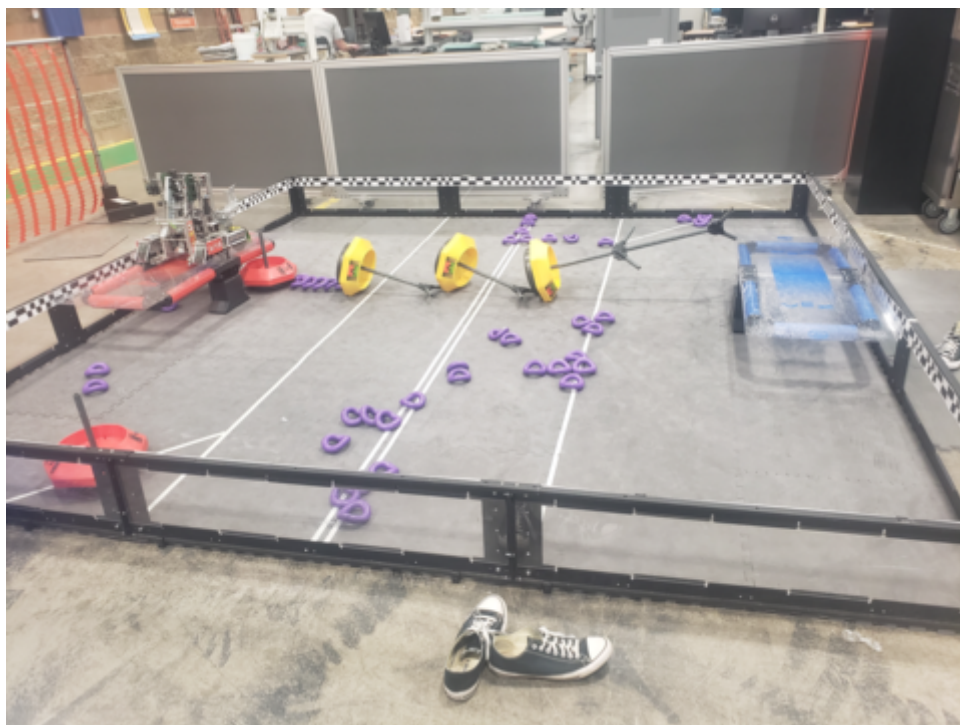
According to this, you can create a scenario of linking scoring objects or robots like in the images below (Image 1 and 2). The image contains 4 robots contacting each other and each end is contacting a platform. The other side contains 4 mobile goals and 6 rings contacting each other and the platforms.



1. In an event where there are many scoring elements linked together, like the 5 rings included in the chain of scoring elements, would there be a limit to how many of those are transitive?
 - 1a. If all Scoring Elements are not transitive, starting from Mobile Goal A to Mobile Goal D would all elements starting from the blue platform where would the transitive quality stop?

1b. If all Robots are not transitive, starting from Robot A to Robot D would all robots starting from the blue platform where would the transitive quality stop?

1c. If all elements and robots are transitive, would a robot who tries to climb their own platform be transitively contacting the opposing alliances platform in this scenario and awarding the other alliance an elevated robot. Image for clarification is included. (Image 3)



2. If a team were applying a strategy to create a chain similar to the images, would this be in violation of another rule like G13, G14, or SG10?

(Thank you to 248A, 323V, 38141B, and 663A for letting me use their bots for the demonstration images)

Answered by Game Design Committee

1. In an event where there are many scoring elements linked together, like the 5 rings included in the chain of scoring elements, would there be a limit to how many of those are transitive?

No.

1c. If all elements and robots are transitive, would a robot who tries to climb their own platform be transitively contacting the opposing alliances platform in this scenario and awarding the other alliance an elevated robot. Image for clarification is included. (Image 3)

2. If a team were applying a strategy to create a chain similar to the images, would this be in violation of another rule like G13, G14, or SG10?

It is impossible to issue a blanket ruling that will apply to all possible Match scenarios that have led to this (hopefully highly unlikely) scenario. This would result in one of the following possible outcomes:

1. A violation of G14 for the Team/Alliance forcing their opponent into an SG3 infraction.
2. A 30 point penalty per infraction per SG3 (up to 2x per Alliance).
3. A DQ for both Alliances.

Intent, Match context, any prior warnings, etc would all play a role in the Head Referee's judgment call.

908: Multiple violations of SG3

1-Nov-2021

SG3

The note below part c of SG3 reads: "Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots)."

I had a question come up at an event on Saturday related to this part of SG3: If a team (in the process of playing the game) transitively contacts the platform twice in the final 30 seconds, would opposing alliance receive credit for one elevated robot, or for two?

Answered by Game Design Committee

Please see this similar Q&A post, which we believe answers your question. If it does not, please feel free to rephrase and re-submit.

events.vex.com/VRC/2021-2022/QA/907

907: Multiple <SG3> violations in one match

1-Nov-2021

SG3

SG3 states in part:

Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots).

If SG3 is violated multiple times by the same alliance in a match, can multiple Elevated Robot credits be awarded to the victimized alliance? For instance, if a red robot does a bump-and-run of the blue platform with 29 seconds left, and then with 10 seconds left a second contact with the blue platform is made by a red robot, will the blue alliance be awarded 30 extra points or 60 extra points (assuming they do not have a balanced robot on their platform)?

Answered by Game Design Committee

If SG3 is violated multiple times by the same alliance in a match, can multiple Elevated Robot credits be awarded to the victimized alliance? For instance, if a red robot does a bump-and-run of the blue platform with 29 seconds left, and then with 10 seconds left a second contact with the blue platform is made by a red robot, will the blue alliance be awarded 30 extra points or 60 extra points (assuming they do not have a balanced robot on their platform)?

Yes.

In this hypothetical example, the blue Alliance should receive credit for two Elevated Robots, i.e. 60 points.

898: Tipping the Opponent's Platform is Illegal?

25-Oct-2021

SG3 SG10

Hello,

SG3

Platforms are “safe” during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance’s Platform.

a. For the purposes of this rule, contact is considered “transitive” through other Robots and Scoring Objects. For example, contacting an opposing Robot who is contacting their own Platform would be considered a violation of this rule.

b. For the purposes of this rule, <G13> supersedes rule <G14>. Any Robot which is contacting its own Platform during the last thirty (30) seconds, provided that no other rules are being violated, will automatically receive the “benefit of the doubt”. Therefore, any contact with this Robot will be considered a violation, regardless of intent.

c. Per <SG10>, using a Scoring Object to contact the opposing Alliance’s Platform during the last thirty (30) seconds would be considered a violation of this rule. Placing a Scoring Object underneath the opposing Alliance’s Platform, such that it inhibits the opposing Alliance’s ability to utilize the Platform during the last thirty (30) seconds, would also be considered a violation of this rule.

SG10

Use Scoring Objects to play the game. Scoring Objects may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms (e.g., Interfering with an opponent’s Autonomous routine per <SG4>.) The intent of this rule is to prohibit teams from using game objects as “gloves” to loophole any rule that states “a Robot may not [do some action]”. This rule is not intended to be taken in its most extreme literal interpretation, where any interaction between a Scoring Object and a Robot needs to be scrutinized with the same intensity as if it were a Robot.

Field Element Definition

The foam field tiles, field perimeter, white tape, Platforms, and all supporting structures or accessories (such as driver station posts, field monitors, etc).

Scoring Object Definition

A Ring or Mobile Goal.

Q&A 813 <https://events.vex.com/VRC/2021-2022/QA/813> “bolded portion” is SG3 C

The intent of this rule is to prohibit Teams from preventing their opponents’ Platforms to become Balanced during the last thirty (30) seconds of the Match. The intent of the bolded portion is to prohibit Teams from using Scoring Objects to do so.

Q&A 816 <https://events.vex.com/VRC/2021-2022/QA/816>

Q. I assume that if a team was to accidentally cause a Scoring Object to end up underneath the opposition Platform, if they were able to remove this before the last 30 seconds there would be no risk of an SG3 violation.

A. This would generally be a correct interpretation, yes.

it would not be feasible for a Head Referee to track which Alliance was last in contact with all Rings and Mobile Goals around the field.

If faced with this situation, we would recommend that Head Referees ask questions such as the following to guide their decision: How did the Mobile Goal get under the Platform? Has the Team in question received prior warnings or violations? Why did the red alliance not attempt to Balance the Platform? Does G13 and/or G14 apply (for either Alliance)?

It has been established that placing game objects underneath the opponents platform, if it inhibits the opponents from using the platform in the final 30 seconds, would be a violation of SG3 C if a referee verifies that it happened.

This brings up the scenario of tipping an opponent platform that already has a Scoring Object on it. It is legal to contact the opposition's Platform before the last 30 seconds, but illegal to leave a Scoring Object contacting the platform during the final 30 seconds.

When tipping a Platform before the final 30 seconds, Scoring Objects are being moved to the base of the Platform, in a similar place to where a Mobile Goal starts the match. If these Scoring Objects aren't removed before the final 30 seconds, this is potentially a violation of SG3 C through SG10.

Does SG10 include using a Field Element to move Scoring Objects? Does this change if a Scoring Object is used to move the Field Element that interacts with Scoring Objects?

Thank you for your time!

(Is the text under SG10 meant to be in a red box?)

Answered by Game Design Committee

The v2.2 Game Manual update included revisions to rule <SG3> which we feel address this question. We recommend reviewing the full text of <SG3>, including the "red box" clarifications, for more information. Notably, the following example was added:

Some example applications of this rule, and their intended penalties, are as follows:

[...]

- Tipping an opponent's Platform, which has Mobile Goals already on it, prior to the last 30 seconds.

? No violation/penalty, provided that no other rules are violated

If this does not answer your question, please feel free to rephrase and re-submit.

897: Scoring on Opponents Platform

25-Oct-2021

SG3 SG10

Hello,

SG3

Platforms are "safe" during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance's Platform.

a. For the purposes of this rule, contact is considered "transitive" through other Robots and Scoring Objects. For example, contacting an opposing Robot who is contacting their own Platform would be considered a violation of this rule.

b. For the purposes of this rule, <G13> supersedes rule <G14>. Any Robot which is contacting its own Platform during the last thirty (30) seconds, provided that no other rules are being violated, will automatically receive the “benefit of the doubt”. Therefore, any contact with this Robot will be considered a violation, regardless of intent.

c. Per <SG10>, using a Scoring Object to contact the opposing Alliance’s Platform during the last thirty (30) seconds would be considered a violation of this rule. Placing a Scoring Object underneath the opposing Alliance’s Platform, such that it inhibits the opposing Alliance’s ability to utilize the Platform during the last thirty (30) seconds, would also be considered a violation of this rule.

SG10

Use Scoring Objects to play the game. Scoring Objects may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms (e.g., Interfering with an opponent’s Autonomous routine per <SG4>.)

The intent of this rule is to prohibit teams from using game objects as “gloves” to loophole any rule that states “a Robot may not [do some action]”. This rule is not intended to be taken in its most extreme literal interpretation, where any interaction between a Scoring Object and a Robot needs to be scrutinized with the same intensity as if it were a Robot.

Field Element Definition

The foam field tiles, field perimeter, white tape, Platforms, and all supporting structures or accessories (such as driver station posts, field monitors, etc).

Scoring Object Definition

A Ring or Mobile Goal.

Q&A 813 <https://events.vex.com/VRC/2021-2022/QA/813> “bolded portion” is SG3 C

The intent of this rule is to prohibit Teams from preventing their opponents' Platforms to become Balanced during the last thirty (30) seconds of the Match. The intent of the bolded portion is to prohibit Teams from using Scoring Objects to do so.

Q&A 816 <https://events.vex.com/VRC/2021-2022/QA/816>

Q. I assume that if a team was to accidentally cause a Scoring Object to end up underneath the opposition Platform, if they were able to remove this before the last 30 seconds there would be no risk of an SG3 violation.

A. This would generally be a correct interpretation, yes.

it would not be feasible for a Head Referee to track which Alliance was last in contact with all Rings and Mobile Goals around the field.

Q&A 842 <https://events.vex.com/VRC/2021-2022/QA/842>

If faced with this situation, we would recommend that Head Referees ask questions such as the following to guide their decision: How did the Mobile Goal get under the Platform? Has the Team in question received prior warnings or violations? Why did the red alliance not attempt to Balance the Platform? Does G13 and/or G14 apply (for either Alliance)?

It has been established that placing game objects underneath the opponents platform is illegal if a referee verifies that it happened, it would be a violation of SG3 C.

Is placing a Scoring Object on the opponents Platform a violation of SG3 C?

Thank you for your time!

Answered by Game Design Committee

Edit 2021-12-07: The v2.2 Game Manual update included the following revision to rule <SG3>, which we believe answers this question more thoroughly than the original answer. We recommend reviewing the full text of <SG3>, including the “red box” clarifications, for more information.

Point “d” applies to Robot actions prior to the last thirty (30) seconds of the Match:

d. Placing a Scoring Object on or under the opposing Alliance’s Platform, at any point during the Match is considered a minor violation of this rule that, at a minimum, will result in a warning.

i. If the placement is accidental, and immediately rectified (i.e. the Scoring Object is immediately removed), then this violation will be considered a warning.

ii. If the placement is intentional and / or not immediately rectified, as judged by the Head Referee, then it will be considered a violation.

iii. Repeated, strategic, and / or egregious warnings may also escalate to a violation, at the Head Referee’s discretion.

[...]

Violations of this rule which do interfere with gameplay will result in a Disqualification, regardless of whether the interference was Match Affecting or not.

Note: If point “d” has escalated from a warning into a violation, then it will automatically be considered a violation which has interfered with gameplay, i.e. will result in a Disqualification.

So, with this new verbiage in mind:

Is placing a Scoring Object on the opponents Platform a violation of SG3 C?

Yes, in version 2.2 and onward, placing a Scoring Object on the opponent's Platform is considered a violation of SG3-d.

896: Pushing Disabled Opponent Underneath Their Platform

25-Oct-2021

SG3 SG10

Hello,

SG3

Platforms are “safe” during the endgame. During the last thirty (30) seconds, Robots may not contact the opposing Alliance’s Platform.

a. For the purposes of this rule, contact is considered “transitive” through other Robots and Scoring Objects. For example, contacting an opposing Robot who is contacting their own Platform would be considered a violation of this rule.

b. For the purposes of this rule, <G13> supersedes rule <G14>. Any Robot which is contacting its own Platform during the last thirty (30) seconds, provided that no other rules are being violated, will automatically receive the “benefit of the doubt”. Therefore, any contact with this Robot will be considered a

violation, regardless of intent.

c. Per <SG10>, using a Scoring Object to contact the opposing Alliance's Platform during the last thirty (30) seconds would be considered a violation of this rule. Placing a Scoring Object underneath the opposing Alliance's Platform, such that it inhibits the opposing Alliance's ability to utilize the Platform during the last thirty (30) seconds, would also be considered a violation of this rule.

Robot 1&2 - Red

Robot 3&4 - Blue

Robot 1 becomes disabled due to a battery unplugging and cannot move. Robot 3 or 4 pushes robot 1 so they are underneath the platform while the platform is unbalanced, and makes no attempt to move them. Robot 2 platforms, and meets all definitions of Elevated except for the Platform contacting Robot 1.

Is this a violation of SG3 A regardless of intention?

Thank you for your time!

Answered by Game Design Committee

Robot 1 becomes disabled due to a battery unplugging and cannot move. Robot 3 or 4 pushes robot 1 so they are underneath the platform while the platform is unbalanced, and makes no attempt to move them. Robot 2 platforms, and meets all definitions of Elevated except for the Platform contacting Robot 1.

Is this a violation of SG3 A regardless of intention?

This hypothetical scenario is missing several key points of context that make it difficult to provide a concrete answer. For the sake of simplicity, we are going to assume the following points. If this does not align with your intended question, please feel free to rephrase and re-submit.

- The Platform in question is the red one
- Red Robot 1 contacted the red Platform while it was being pushed by the blue Robot
- The interaction happened during the last 30 seconds

With this context, the interaction would be considered a violation of SG3-a on the blue Robot, for transitive contact with the red Platform.

The Platform would not be considered Balanced, due to it being in contact with a Robot who is contacting the field tile. Therefore, Robot 2 would not be considered Elevated.

Violations of this rule which do not interfere with gameplay, such as bumping into the Platform and then driving away, will result in the opposing Alliance receiving credit for one additional Elevated Robot at the end of the Match. (Alliances may still only receive points for a maximum of two Elevated Robots).

Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not.

This would be considered a violation of SG3 that interfered with gameplay, as the violation prevented the Platform from meeting the definition of Balanced. Therefore, the blue Robot would receive a Disqualification.

855: Definition of Balanced

30-Aug-2021

SG3

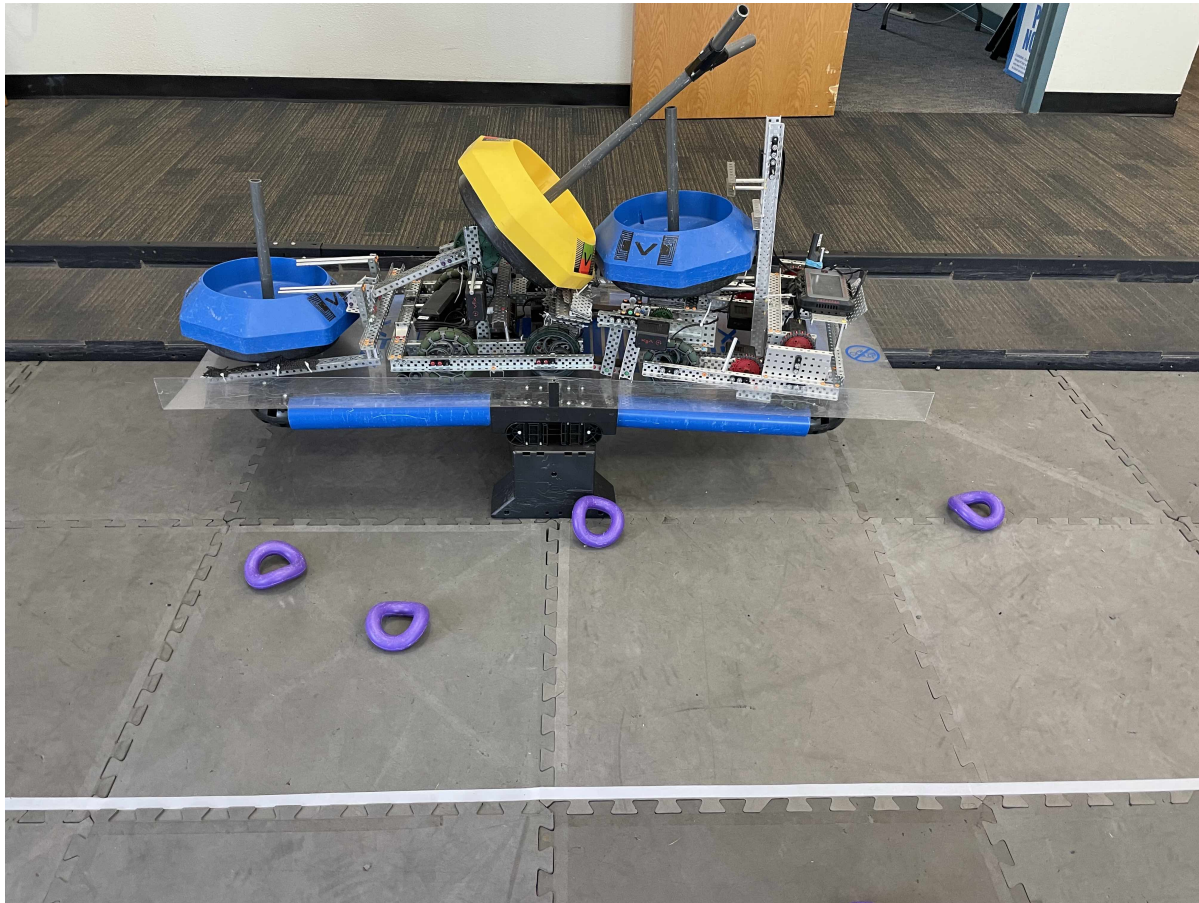
The rules seem very clear, but I wanted to make sure that my interpretation is correct. In the attached picture there is no elevated robots or goals. This because to be elevated: "2. *The Platform meets the definition of Balanced.*" and the

definition of balanced includes "3. Robots and / or Scoring Objects contacting the Platform in their Alliance Home Zone are not also contacting any other Field Elements, such as foam field tiles or the field perimeter." and finally even the black base is part of the platform (<https://events.vex.com/VRC/2021-2022/QA/818>)

Scoring: The blue alliance will not get credit for any elevation, and will only get credit for the mobile goals being in their home zone since the home zone is now defined as a 3-dimensional volume.

Potential DQ: If the red alliance caused the placement of the problem ring at any point in the match, they are also disqualified per <SG3c>: "Per <SG10>, using a Scoring Object to contact the opposing Alliance's Platform during the last thirty (30) seconds would be considered a violation of this rule." since "Violations of this rule which do interfere with gameplay, such as preventing a Platform from becoming Balanced, will result in a Disqualification, regardless of whether the interference was Match Affecting or not." and it prevented the platform from meeting the definition of Balanced. This happens whether there was intent or not (<https://events.vex.com/VRC/2021-2022/QA/842>)

This would obviously be the same for any mobile goal touching any part of the platform even though it has zero impact on the alliances ability to elevate.



Answered by Game Design Committee

In version 2.0 of the Game Manual, the definition of Platform was updated to read as follows:

Platform - The 53.0" x 20.1" (1,346.2mm x 511mm) hinged polycarbonite device and the attached red or blue PVC pipes (highlighted below in Figure 17), located in each Alliance Home Zone, that sits 9.5" (241.5mm) high off of the ground when Balanced. The Platform is attached to a double hinge that allows it to tip towards the field in either direction.

[Q&A 818](#) was also updated accordingly.

Under this revised definition, the Ring in the attached picture has no bearing on whether the Platform is considered Balanced or not.

854: Q&A 842 Follow up

25-Aug-2021

SG3

In Q&A 842, a ruling was made that I find extremely concerning, and I believe it has the potential to ruin the game this year. The question asked was the following:

If a red robot pushes a blue mobile goal under one end of the red platform, but neither red robot makes any attempt to get on the red platform, is the mere presence of an object enough to warrant a violation of SG3 or must the red alliance make an attempt to get on the Platform?

To which the GDC's answer was the following:

Per SG3-c, as well as Q&A's 813 and 816, yes, the presence of an object is considered a violation of SG3.

This answer seems to contradict multiple rules in the game manual, including G14, which states:

G14 You can't force an opponent into a penalty. Intentional strategies that cause an opponent to violate a rule are not permitted, and will not result in an infraction on the opposing Alliance. Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

I believe this ruling also contradicts G3, which states:

G3 Use common sense. When reading and applying the various rules in this document, please remember that common sense always applies in the VEX Robotics Competition.

Combining these rules together, I do not see how it is possible for the Blue alliance to receive any kind of penalty for the actions of a Red robot, in this case being that a Red robot placed a Blue goal under the Red platform, thus preventing themselves from climbing.

Can the GDC confirm whether the ruling in Q&A 842 was an error? If it was not in error, can the GDC explain their reasoning?

Thank you.

Answered by Game Design Committee

This response comes directly from Grant Cox, Chairman of the GDC.

Because we know that these types of gray areas in the Game Manual can often spawn endless "what-if" questions, the answer given in [Q&A 842](#) was an attempt at a "blanket answer" that could provide guidance for as many scenarios (and future Q&A posts) regarding "Scoring Objects under Platforms" as possible.

The core confusion, unfortunately, came from a misinterpretation on our part of the question actually being asked in Q&A 842. After reviewing closer, it was actually asking two different questions:

1. Does the alliance color matter when interpreting SG3, and
2. Does the mere presence of an object warrant a violation of SG3

Because the second question was the one that was explicitly asked in the post, it was the one that we focused on in the response. "Yes, the presence of an object can possibly warrant a violation, so the Head Referee needs to do some more analysis of the Match context to find out why it got there".

To answer the first question directly, yes, Alliance color matters, as it does in pretty much every rule. SG3-c states:

<SG3> Platforms are “safe” during the endgame. During the last thirty (30) seconds, **Robots may not contact the opposing Alliance’s Platform.**

c. Per <SG10>, using a Scoring Object to contact the opposing Alliance’s Platform during the last thirty (30) seconds would be considered a violation of this rule.

The intent of SG3 is to prohibit Teams from contacting their opponent's Platforms.

- A Robot contacting their own Platform during the last 30 seconds is not a violation of SG3.
- A Robot using a Scoring Object to contact their own Platform is not a violation of SG3.
- A Robot using a Scoring Object to contact their opponent's Platform is a violation of SG3.

We have edited the response to Q&A 842 to include this clarification, and apologize to anyone who was misled by the ambiguous response to the original question.

Edit 2021-12-07: The v2.2 Game Manual update included a revision to rule <SG3> to help address this and other clarifications. We recommend reviewing the full text of <SG3>, including the “red box” clarifications, for more information.

The answer given above still applies to this question.

847: ****Updated **SG(3) - further clarification of scoring objects blocking the platform**

19-Aug-2021

G14 SG3

in an earlier Q&A, a question was asked but not answered by the game committee. The situation in question happens often and there are too many questions this year that have been answered leaving a decision to the 'head referee's discretion'. This is too vague, and has already created issues at an event.

Here's one question that needs to be answered -

If a **** blue**** robot pushes a mobile goal under one end of the **** red**** platform, but neither red robot makes any attempt to get on the red platform, is the mere presence of an object enough to warrant a violation of #SG(3) or must the red alliance make an attempt to get on the Platform?

Answered by Game Design Committee

Edit 2021-12-07: The v2.2 Game Manual update included the following revision to rule <SG3>. We recommend reviewing the full text of <SG3>, including the “red box” clarifications, for more information.

Point “d” applies to Robot actions prior to the last thirty (30) seconds of the Match:

d. Placing a Scoring Object on or under the opposing Alliance’s Platform, at any point during the Match is considered a minor violation of this rule that, at a minimum, will result in a warning.

i. If the placement is accidental, and immediately rectified (i.e. the Scoring Object is immediately removed), then this violation will be considered a warning.

ii. If the placement is intentional and / or not immediately rectified, as judged by the Head Referee, then it will be considered a violation.

iii. Repeated, strategic, and / or egregious warnings may also escalate to a violation, at the Head Referee’s discretion.

[...]

Violations of this rule which do interfere with gameplay will result in a Disqualification, regardless of whether the interference was Match Affecting or not.

Note: If point “d” has escalated from a warning into a violation, then it will automatically be considered a violation which has interfered with gameplay, i.e. will result in a Disqualification.

Per this new verbiage, yes, mere presence of a Scoring Object is enough to warrant a violation, regardless of whether the opponent attempts to utilize the Platform or not.